# Problem 4 – Champions League Group Stages Round 1

It is the beginning of September and the favorite for many football fans Champions League tournament is again undergo. Predictions are made, bets are placed, football hype is high. It is time for top European clubs to show the fans who will be the main pretenders for the title European champion in season 2016/2017. As always group stages of the tournament are expected to offer lots of surprises as we all know that god of football is the most unpredictable of all sport gods.

In the first round we already have a few promising derbies so it us up to us to choose which one we will watch live or at home.

Uefa.com site is under sever DOS attack and is down at least until the end of the week but big European football bosses are willing to introduce their new site UefaFootballIsAboutMoney.com with a new engine which allows live results to be added to current standings instantly and influence statistics immediately when a goal is scored.

As a designer of the engine the burden is upon you that the new site will launch with no problems at all. Your main task is make sure that teletext result is properly parsed and produces correct results in the standings table with correct team order according to the Uefa rules for champions league group ranking system. Team are ordered first by the points won, then by goal difference, then by most scored goals, then by results again each and then by random draw. Teletext result comes in the form of input lines in the format Group {group} – {Host} – {Guest} – {Result}. There can be spaces anywhere in the input. For an input to be considered valid it should contain only English letters, it should start with capital English letter and be at least three characters long. Results are refreshed only when all match results are received and processed and match results are two for each group. On the first line are given the number n of groups in this year edition of the tournament. On the next n \* 2 lines are given the results from all matches.

If an invalid input is received result is not included in this refreshment of standings.

Output is in the form of table for each group. See examples down for further clarification.

First line : Group {group} padded 10 spaces to the left.

Second Line: Team (25 spaces to the left padded) – Points (5 spaces to the left padded) – Played (5 spaces to the left padded) – Draw(5 spaces to the left padded) – Lost(5 spaces to the left padded) – Goals scored (5 spaces to the left padded) – Goals conceived(5 spaces to the left padded) – Points(5 spaces to the left padded).

Each team is on its own line. Only teams from valid input have their statistics displayed.

Other teams have two dashes for each field displayed.

Expected time to run : 0.150 s. Maximal memory allowed: 2 MB.

### Input

* The input will come in the form of input lines.
* When you receive the command “It’s testing time!” the input should stop and the output should start.

### Output

* The output is simple. You must print all classes in the following format:
* “{class name}:
* “##{method1 name}:
* “####{test1 name}
* “####{test2 name}
* “##{method2 name}:
* “{class2 name}:
* …”
* For more info see the example below.

### Constraints

* Every class will always have at least one method and every method will always have at least 1 test.
* Any input that does not consist only of what was specified as a valid format, is to be treated as invalid.
* All invalid input **must** be ignored.
* Allowed time/memory: 250ms/16MB

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Group A - Leicester – Borusia Dortmund – 2:1  Group B – Real Madrid – Arsenal - 4:2  Group C – Bayern Munich - Napoli FC – 3:2  Group D – Juventus – Bayer Leverkusen – 3:2  Group B – Manchester City – Athletico Madrid – 1:2  Group A – Barcelona – Celtic – 6:1  Group D – Tottenham – Villareal 2:2  Group C – Ajax – Porto - 3:0 |  |